LISTING OF THE CLAIMS

1. (previously presented) A graphics processor, comprising:

a rasterizer operative to generate fragment data for a pixel to be rendered in response to primitive information; and

a pixel appearance determination circuit, coupled to the rasterizer, operative to determine a pixel appearance value based on the fragment data by dropping the fragment data having the least effect on pixel appearance, wherein dropping the fragment data further includes assigning the fragment data to be dropped with a no color designation.

2. (original) The graphics processor of claim 1, further including a memory, coupled to the pixel appearance determination circuit, operative to store the fragment data, the stored fragment data being used to generate the pixel appearance value.

3. (original) The graphics processor of claim 2, wherein the memory includes N locations per pixel for storing the fragment data, and when an N+1 fragment data is provided for a pixel, the pixel appearance determination circuit drops one of the N+1 fragment data.

4. (original) The graphics processor of claim 1, further including a display controller, coupled to the render back end circuit, operative to provide the pixel appearance value to a display.

5. (original) The graphics processor of claim 1, further including a setup unit operative to generate the primitive information in response to vertex information.

6. (canceled)

7. (original) The graphics processor of claim 3, wherein N has a value greater or equal to 3.

8. (original) The graphics processor of claim 1, wherein the pixel appearance determination circuit is further operative to determine whether the fragment data includes masked sample data, wherein the masked sample data is not dropped, and wherein the masked sample data is used to determine the pixel appearance value.

9. (previously presented) A method for determining the appearance of a pixel, comprising:

receiving fragment data for a pixel to be rendered;

storing the fragment data; and

determining an appearance value for the pixel based on the stored fragment data, wherein at least one of the stored fragment data is dropped when the number of fragment data per pixel exceeds a threshold value, wherein dropping at least one of the stored fragment data further includes providing the dropped fragment data with a no color designation.

10. (canceled)

11. (original) The method of claim 9, wherein the threshold value is in the range of between 3 and 8.

12. (original) The method of claim 9, wherein before storing the fragment data, determining whether the number of stored fragment data exceeds the threshold value, and when the stored fragment data exceeds the threshold value dropping the fragment data having the least effect on pixel appearance.

13. (original) The method of claim 9, wherein before storing the fragment data, determining whether the fragment data includes masked sample data, wherein the masked sample data is not dropped, and wherein the masked sample data is used to determine the appearance value for the pixel.